

DOOMTM 3



EXPANSION PACK

RESURRECTION OF EVILTM



SHADOWCAST



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INSTALLATION

Before installing **DOOM 3: Resurrection of Evil**, please make sure you already have the full-version of **DOOM 3** installed on your system. **DOOM 3: Resurrection of Evil** will not install or operate unless **DOOM 3** is already installed.

Insert the **DOOM 3: Resurrection of Evil** disk into your CD-ROM drive. After a few seconds, the splash screen will appear. Click **Install** to begin the installation process and then follow the on-screen instructions.

If the splash screen does not appear, you may have Autorun disabled. Double-click on the **My Computer** icon on your desktop. Double-click the CD-ROM drive with the **DOOM 3: Resurrection of Evil** CD inserted. Double-click on **Launch.exe** to launch the Start screen. See the Help files on the disk if you need more information.

Enter CD-Key

To install and run the game, you must have a valid CD-Key. Your unique CD-Key is located inside the jewel case that came with your game. During installation, please enter the key exactly as it appears on the jewel case. Keep your copy of the CD-Key safe and private in case you need to reinstall the game.

Players with invalid CD-Keys will not be permitted to join an online multiplayer game.

No one from either Activision or id will ever ask you for your CD-Key. Never give your CD-Key to anyone. If you lose your CD-Key, you will not be issued another one.


LATEST INFORMATION

The latest information about **DOOM 3: Resurrection of Evil** is in the Readme file on the game disc. (Both Readme and Help are located in the Support Menu of the Start screen.) Select **Readme** from the Start screen to view this information. If you have problems installing or playing the game, you can also find help in the Help files section of the Start screen. Finally, more help is available online at www.doom3.com, www.idsoftware.com or at www.activision.com.

SINGLE PLAYER

It has been almost two years since the mysterious incident shut down the UAC base on Mars. Several months ago, one of the UAC satellites still monitoring the red planet detected a beacon originating from Site 1. This early research facility was long forgotten, even before the invasion. Now, you're a Marine combat engineer, part of a massive research and security team lead by Dr. Elizabeth McNeil. Your team is being sent back to Mars in an attempt to find and investigate the source of this strange signal. What you'll find, nobody knows, but hopefully it will offer new insight into the ancient civilization that once inhabited Mars.

As your transport nears the surface, you cannot help but wonder what type of "accident" could have killed so many two years ago... and could it happen again?



Menus

All the options required for getting into the game, customizing your controls and setting up the game to run best on your system are available through the menus.

New Game—Start a new **DOOM 3: Resurrection of Evil** game from the beginning of the story. After selecting New Game, choose your difficulty level from one of the options available. Nightmare mode must be unlocked by completing the game in another difficulty.

Load Game—Load a previously saved game.

Multiplayer—Find or create a server to play via LAN or Internet.

Options—Configure your controls; adjust audio/video quality and performance settings. **DOOM 3: Resurrection of Evil** will automatically determine recommended settings for most computers.

Mods—Browse and run any **DOOM 3: Resurrection of Evil** installed modifications.

Updates—Check for game updates (requires Internet connection).

Credits—The people who made the game.

Quit—Quit to Windows®.

WEAPONS

You will be deployed with the standard weapon load-out that all security personnel receive. The UAC has also developed additional tools for assisting combat engineers in their work and security. Site 1 was abandoned years ago, and there may be additional useful and powerful weapons left behind by the previous team.



Ionized Plasma Levitator—Also known as “The Grabber,” this tool is the latest in UAC commercial technology. By issuing a controlled plasma stream, The Grabber can lift and project small to medium sized objects. Be careful with flammable storage containers.



Double Barrel Shotgun—The ultimate hunters' weapon. It may take longer to reload than a pump-action shotgun, but if you need to take down large game, this is your weapon of choice.



The Artifact—This strange object brought your team to Mars—and now you must unlock its mysteries. UAC archaeologists think it's somehow tied to the three demons who pursue it. They also believe it enables the bearer to do extraordinary things.

SAVING AND LOADING

You can save your game at any time. Your game is also autosaved when entering a new level. To save or load a game, press Esc to pause the game and reveal the in-game menu. You can also avoid the menus by using hotkeys. To quicksave, press F5. To quickload your last saved game, press F9.

MULTIPLAYER

DOOM 3: Resurrection of Evil multiplayer allows up to eight players to compete in Deathmatch, Team Deathmatch, Last Man Standing and Tournament—and the all-new Capture The Flag mode.

Deathmatch

An every-marine-for-himself slugfest. If you're the marine with the most kills when time runs out, you win.

Team Deathmatch

Pair-up and compete to be the team with the most kills before time runs out.

Last Man Standing

Each marine has a limited number of lives. If all others have fallen and you're the last marine standing, you win.

Tournament

Two marines battle one-on-one while others watch and wait as spectators. When the battle's over, the first spectator in line becomes the new opponent while the loser moves to the end of the spectator line. The victor remains in the combat arena until defeated by another marine.

Capture the Flag

Two teams of up to four players try to take the other team's flag to their own base, while keeping the opposition from doing the same. Your flag must be on its stand to score.

FINDING A SERVER AND CONNECTING

Joining a Multiplayer Game

Joining a multiplayer game requires a LAN or Internet connection. To join a game, first select Multiplayer from the Main menu, then Find Multiplayer Game to access the game browser. The game browser offers a number of options similar to those found in **DOOM 3**. For more information about the browser options or for more advanced instructions, please refer to the **DOOM 3** manual or help files installed with the game.

Hosting a Multiplayer Game

Hosting a server requires an Internet connection with high upstream. If you want to use your computer as a game server, click on Multiplayer and then click **Create Server**. You can also click on Create Server from the Game Browser screen. The options used to set up your computer as a server are similar to those found in **DOOM 3**. For more information about creating a server or for more advanced instructions, please refer to the **DOOM 3** manual or help files installed with the game.

CREDITS

DOOM 3: Resurrection of Evil Developed by Nerve Software

Artist	Ted Anderson
Designer	Adam Bellefeuil
Animator	Jay Brushwood
Animator	Ronn Harbin
Artist	Jake Hernandez
Designer	Patrick Hook
Designer	Brandon James
Artist	Pat Jones
Designer	David Kelvin
Programmer	Brian Matt
Programmer	Darin McNeil
Programmer	Sean Mitchell

DOOM 3 Developed by id Software

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Technical Director	John Carmack
Artist	Kevin Cloud
CEO	Todd Hollenshead
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Programmer	Timothee Besset
Designer	Mal Blackwell
Artist	Andy Chang
Programmer	Jim Dosé
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Designer	Matt Hooper
Animator	James Houska
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Designer	Jerry Keehan
Associate Producer	Jason Kim
Artist	Seneca Menard
Animator	Fredrik Nilsson
Designer	Steve Rescoe
Animator	John Root
Lead Artist	Kenneth Scott

Dir. Business Development	Marty Stratton
Artist	Patrick Thomas
Programmer	Jan Paul van Waveren
Development Assistant/Animator	Eric Webb
Programmer	Jonathan Wright

CTF Game Mode and Levels by Threewave Software

Designer	Dan Gold
Designer	Michael "Casey" Goodhead
Designer	Dan Pitts
Designer	Geoff Gordon
Programmer	Simon Boily
Programmer	Michael Labbé
Artist	Maciej Kowalski
Artist	Ross Patel
Project Execution	Michael Labbé
Project Execution	Michael "Casey" Goodhead

Special Thanks

Dave "Zoid" Kirsch

Additional Development Support by id Software

Executive Producer	Matt Hooper
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Theme for DOOM 3 Composed by	Clint Walsh
Additional Sound Effects Design	Danetracks, Inc.
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Additional Story and Dialog	Matthew J. Costello
Voice Recording and Production	Womb Music
Voice Casting/Direction	Margaret Tang
VO Engineer/Editing/Monster FX	Rik Schaffer
Packaging Design	Hamagami/Carroll, Inc.
Manual Design & Layout	Ignited Minds LLC
Additional Thanks	Wendy Zaas, D.Wade Cloud, Jr. Brian Harris, Kevin Dobler

Voices

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Jennifer Hale Dr. Elizabeth McNeil
Wally Wingert Dr. Cloud
Grey Delisle Computer Voice, Additional VO
Grant Albrecht Video Logs, Additional VO
Michael Bell, Steven Jay Blum Additional VO's
Michael Gough, David Kaye
Daran Norris, Andre Sogliuzzo
Scott Menville, Rino Romano
James Alcroft

Distributed by Activision

Production

Senior Producer Jonathan Moses
Associate Producer Eric Grossman
Associate Producer Doug Avery
Production Coordinator Steve Holmes
Production Coordinator Matthew Beal
Production Tester Danny Taylor
Production Tester Eain Banks
VP North America Studios Mark Lamia
President Kathy Vrabeck
Installer Programmer Anthony Lu
Localization Manager—PC Group Tamsin Lucas

Marketing/PR

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Vice President of Marketing Dusty Welch
PR Manager Mike Mantarro

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Senior Project Lead Matt McClure
QA Manager Marilena Rixford

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Vice President of Marketing Dusty Welch
PR Manager Mike Mantarro

Quality Assurance/Customer Support

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Senior Project Lead Matt McClure
QA Manager Marilena Rixford

CUSTOMER SUPPORT

You should read through the manual and the readme file on the CD before contacting Activision Customer Support. Additionally, if you have Internet access, search our troubleshooting database at:

<http://www.activision.com/support>

Please ensure that your computer system meets the minimum system requirements that are listed on the bottom of the box. Our Customer Support representatives will not be able to help customers whose computers do not meet the requirements. So that we can better help you, please have the following information ready:

- Complete product title (include version number)
- Exact error message reported (if any) and a brief description of the problem
- Your computer's processor type and speed
(e.g. Pentium® 4 1.5 GHz or Athlon™ XP 1500+ processor)
- Amount of RAM
- Make and model of your video and sound cards
(e.g. ATI® Radeon 9800 or all Nvidia® GeForce FX series)
- Make and model of your CD-ROM or DVD-ROM drive
(e.g. Samsung SC-140)
- Operating system

NOTE: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.activision.com/support>

Our support section of the Web has the most up-to-date information available, including patches that can be downloaded free of charge. We update the support pages daily so please check here first for solutions. By going to the Find Answers section and selecting the platform/

game you are inquiring about you can view the top solutions for the game to date. If you don't find your question/solution there, try inputting a keyword into the search.

If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem. During the first few weeks of a game release and during holiday seasons the response time may take a little longer.

NOTE: Internet support is handled in English only.

NOTE: The multiplayer components of Activision games are handled only through the Internet.

Phone: (310) 255-2050

You can call our 24-hour voice-mail system for answers to your most frequently asked questions at the above number. Contact a Customer Support Representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays. When calling please make sure you are in front of your computer with the power on and have all the necessary information as listed above at hand.

Please do not send any game returns directly to Activision without first contacting Customer Support. It is our policy that game returns/refunds must be dealt with by the retailer or online site where you purchased the product. Please see the Limited Warranty contained within our Software License Agreement for warranty replacements.

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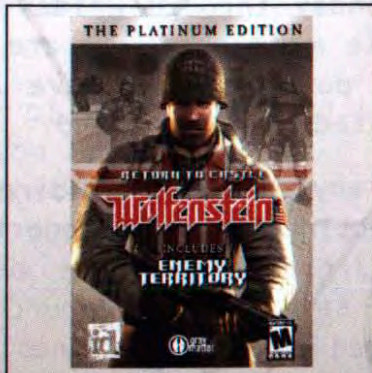
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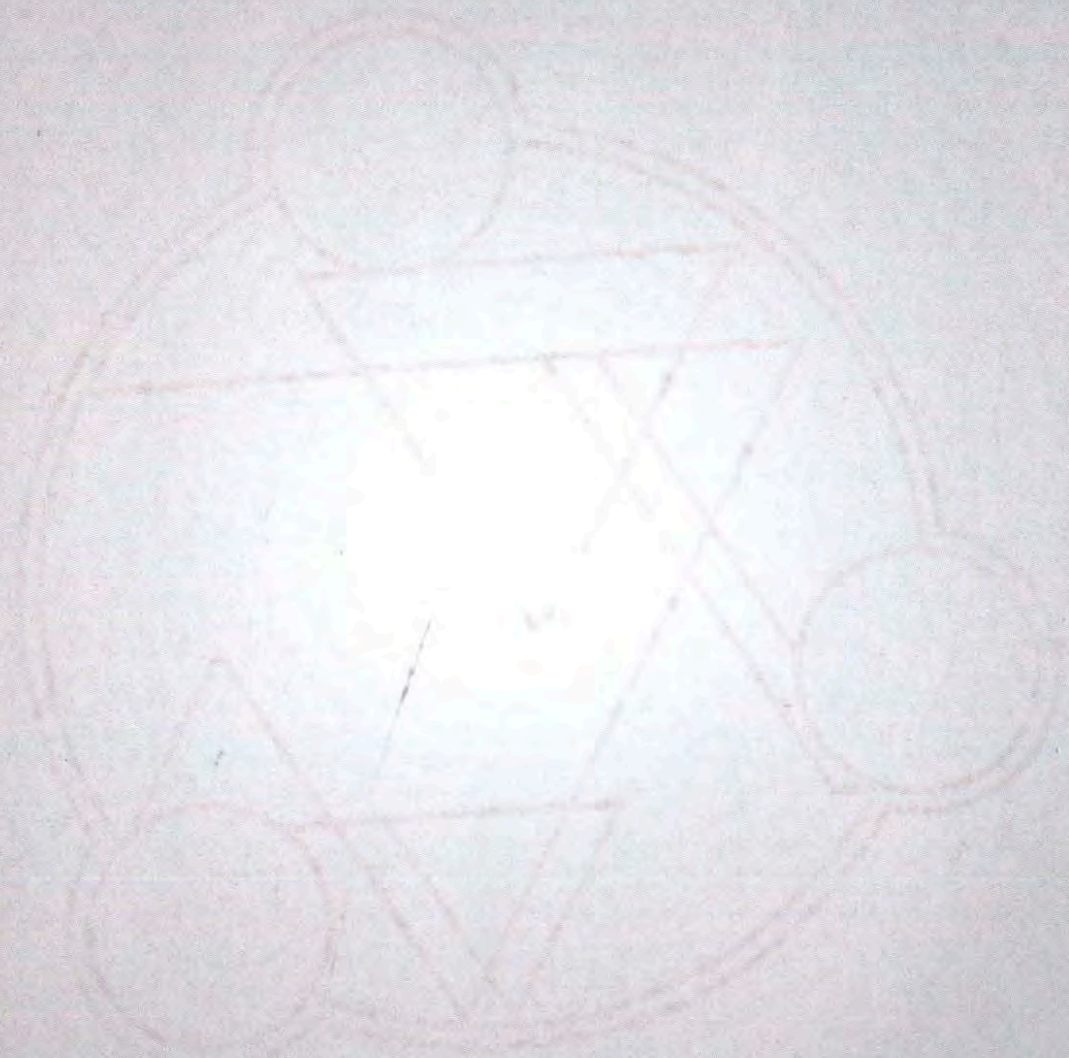
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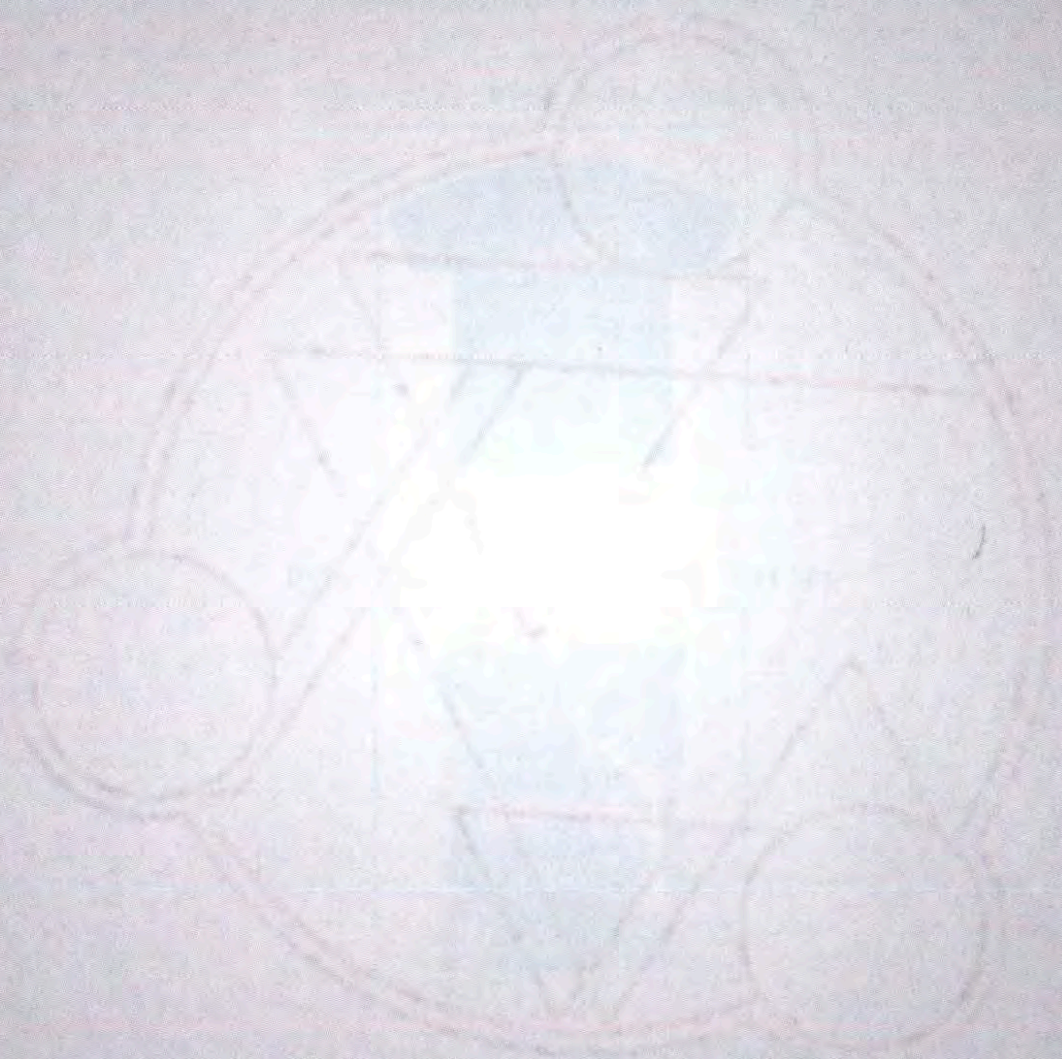
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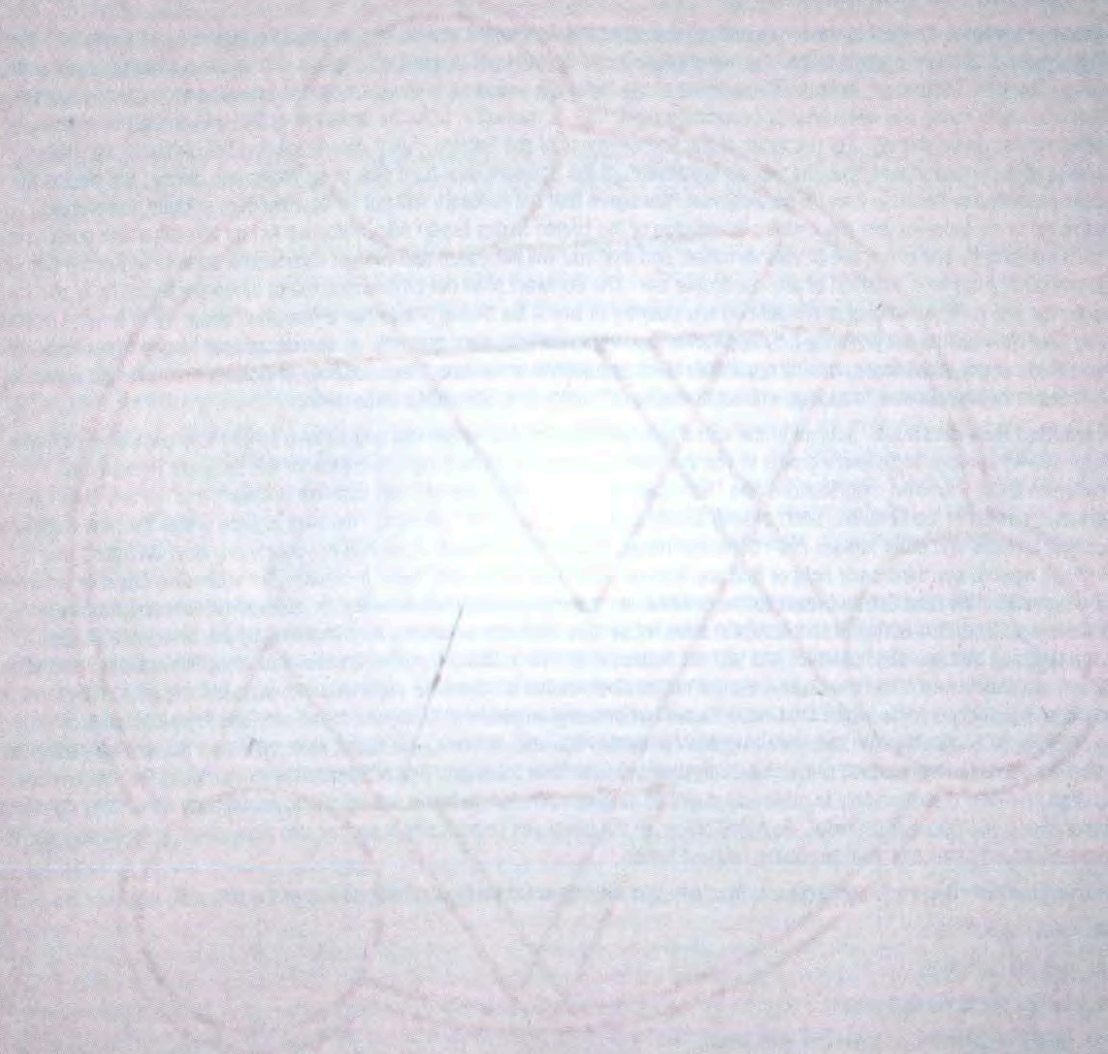
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Epping, NSW 2121
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